CURSO DE STEAM + IA

EVENTOS

5

COLLECT THEM ALL

CHARLES ET SYLVIA SE SONT

"El **evento** es una acción u suceso **detectado** por un programa. Los eventos pueden ser **acciones** del usuario, como hacer clic en un botón del mouse o presionar una tecla, o sucesos del sistema, como quedarse sin memoria. Se dice que la mayoría de las aplicaciones modernas, en particular las que se ejecutan en entornos Macintosh y Windows, están controladas por eventos, porque están diseñadas para responder a eventos."

11092020

CURSO DE STEAM + IA

EJEMPLOS

DISCUSIÓN

CURSO DE STEAM + IA

CHARLES ET SYLVIA SE SONT

¿Qué diferencia hay entre un evento en la ¨vida real¨ y un evento en programación?

Propón tus propios ejemplos de cada uno

ACTIVIDAD

APLAUSO

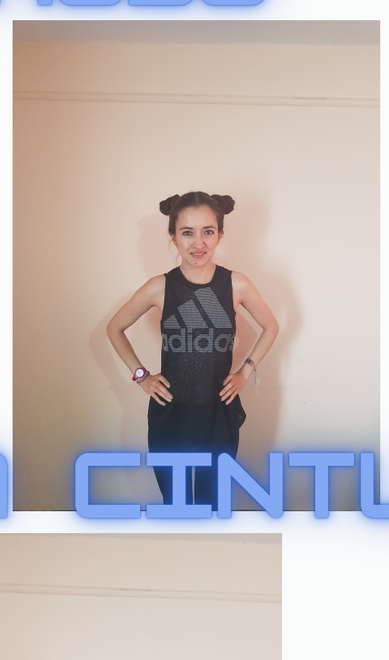
APLAUSO

APLAUSO

CABEZA

CINTURA

CABEZA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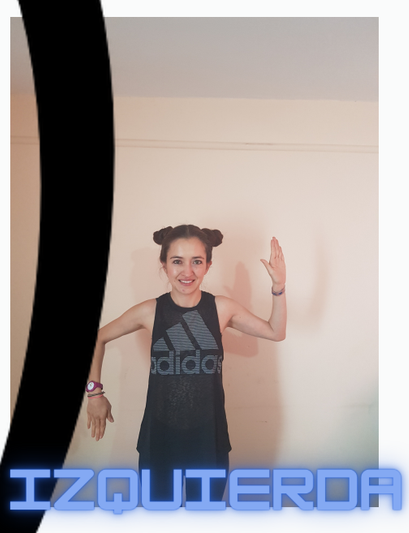
APLAUSO

APLAUSO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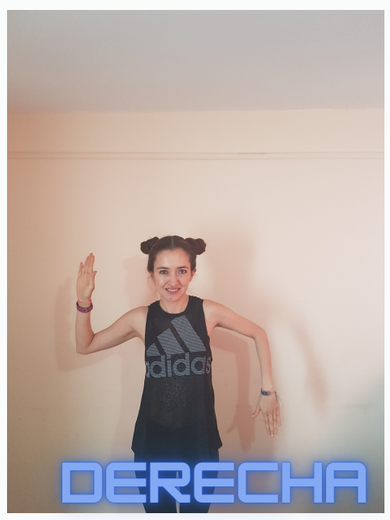
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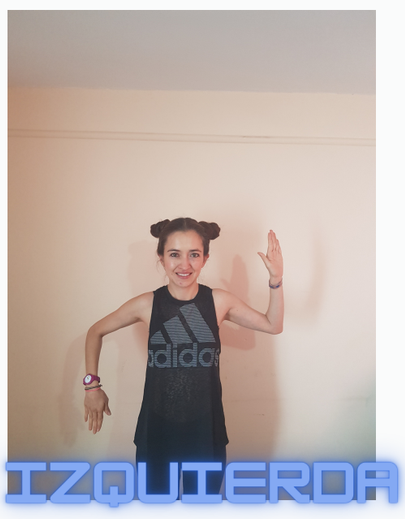
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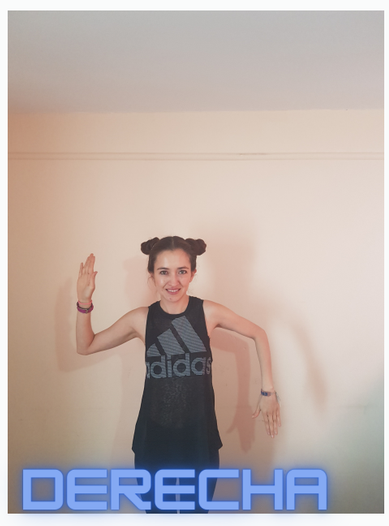
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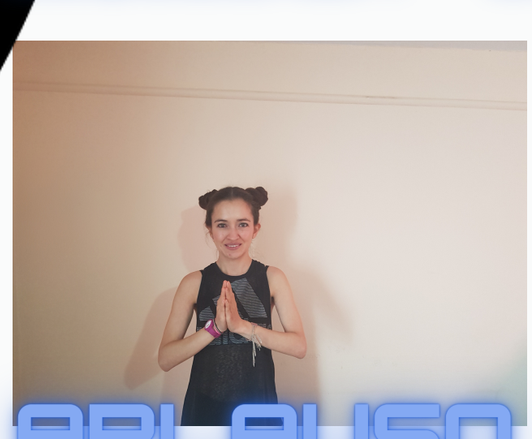
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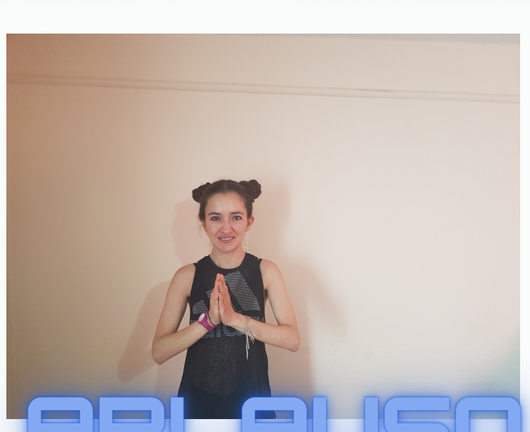
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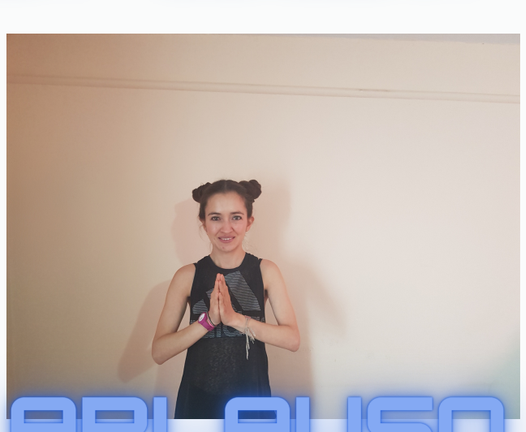
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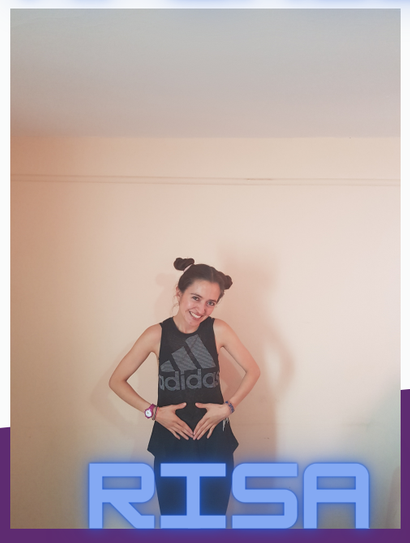
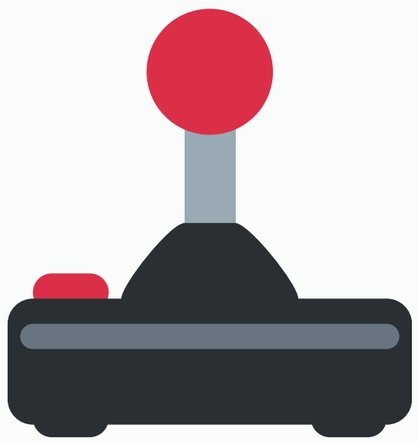
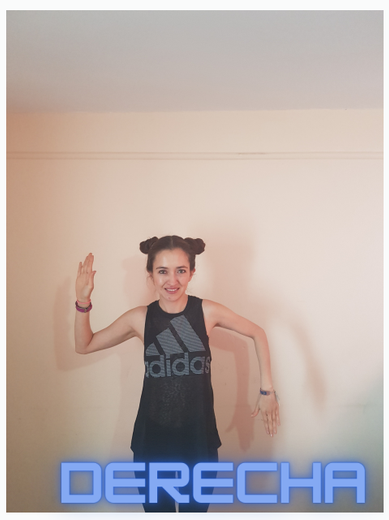
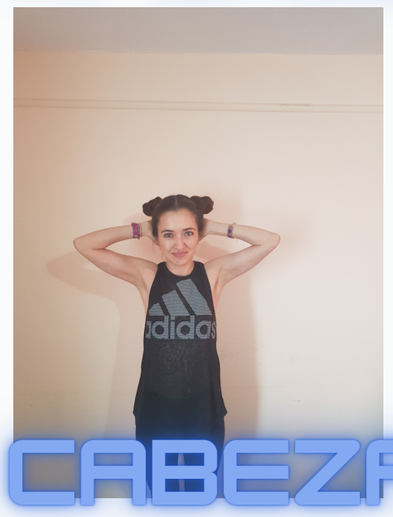
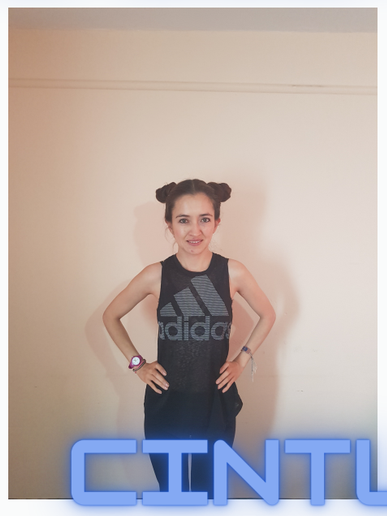

RISA

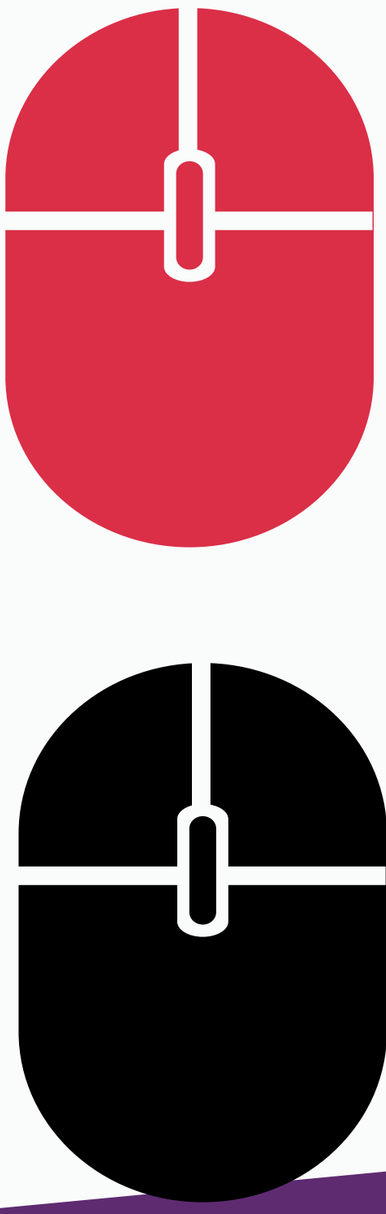
ACTIVIDAD

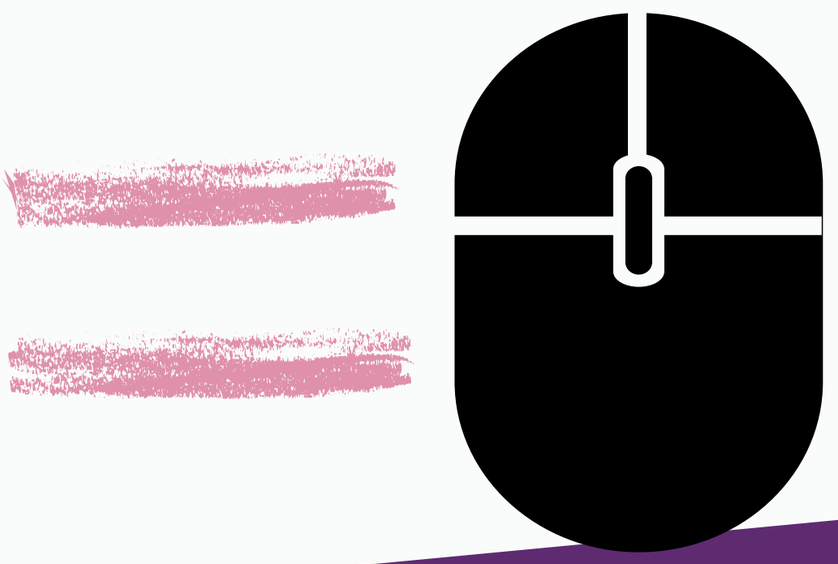


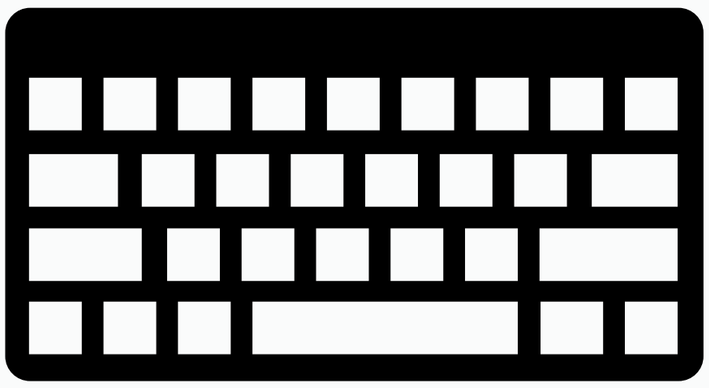
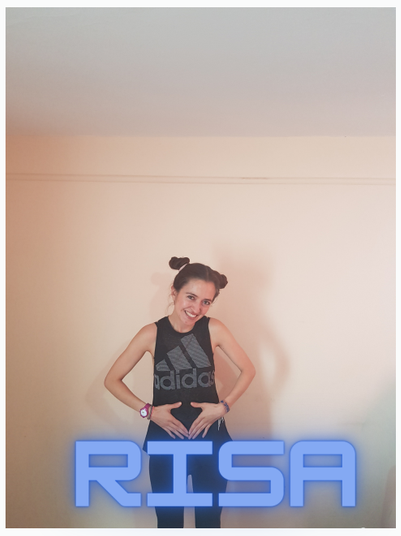










PROUDLY MADE BY REXFARELL

ACTIVIDAD